PlayStation®

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Platinum

Playstation®

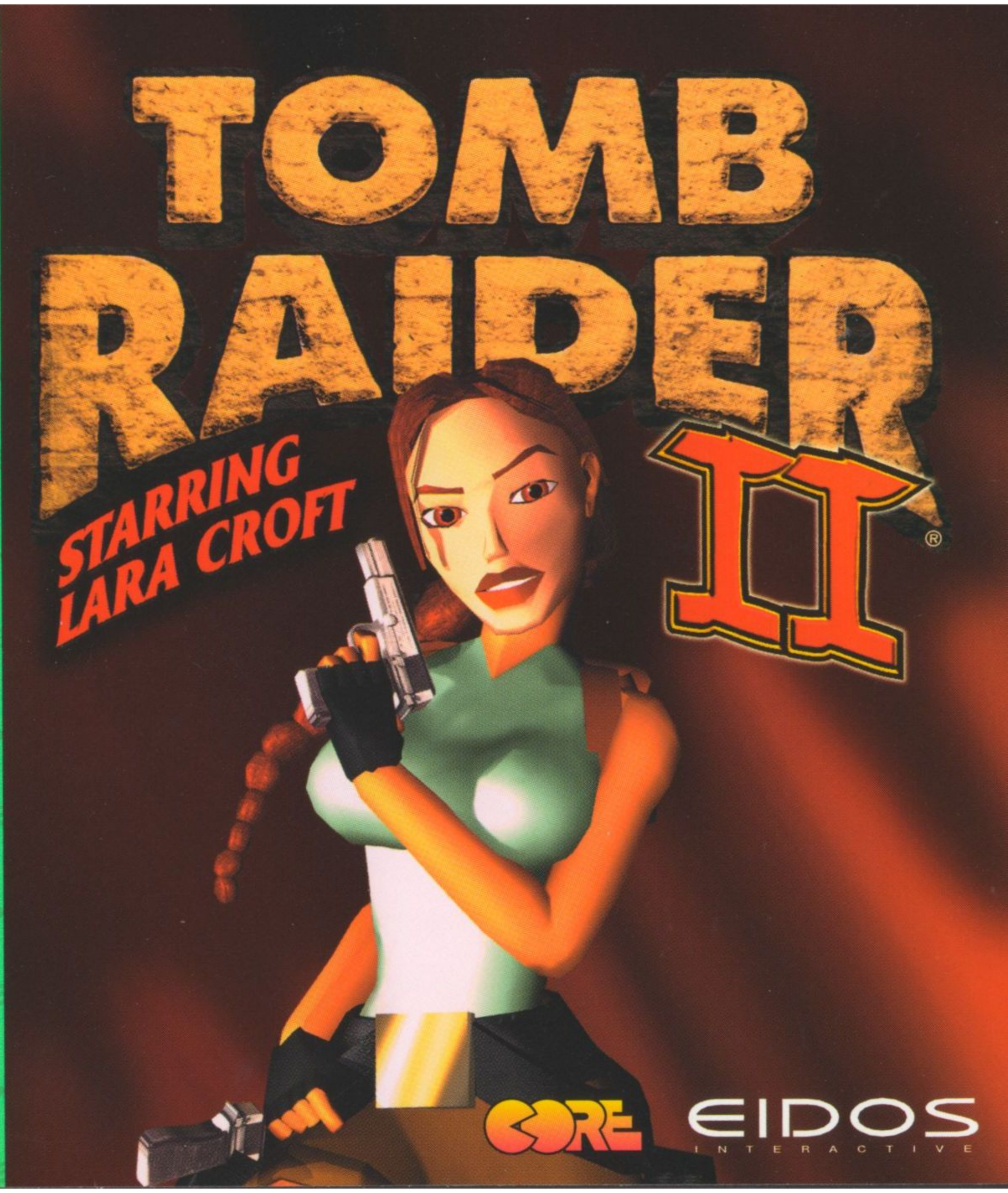
TEEN

CONTENT RATED BY ESRB

SLUS-00437

TOMB RAIDER II®

STARRING LARA CROFT



CORE

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is for use only with the PlayStation™ game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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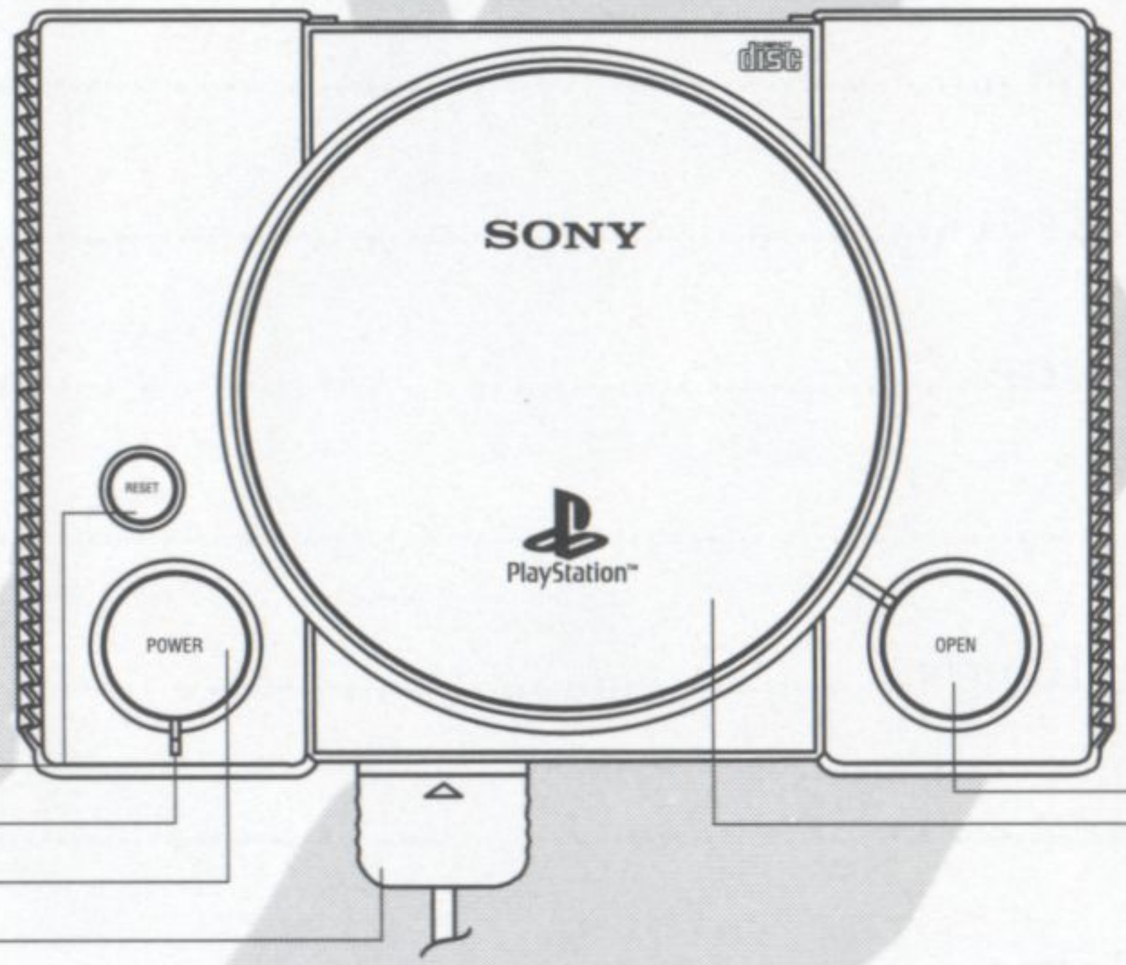
PlayStation Setup

To load and run Tomb Raider II on your PlayStation game console, follow these simple instructions.

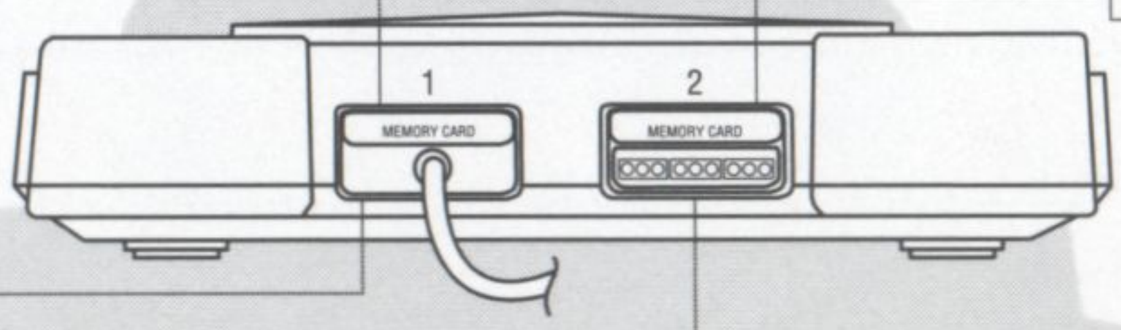
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Tomb Raider II disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Console

Top View



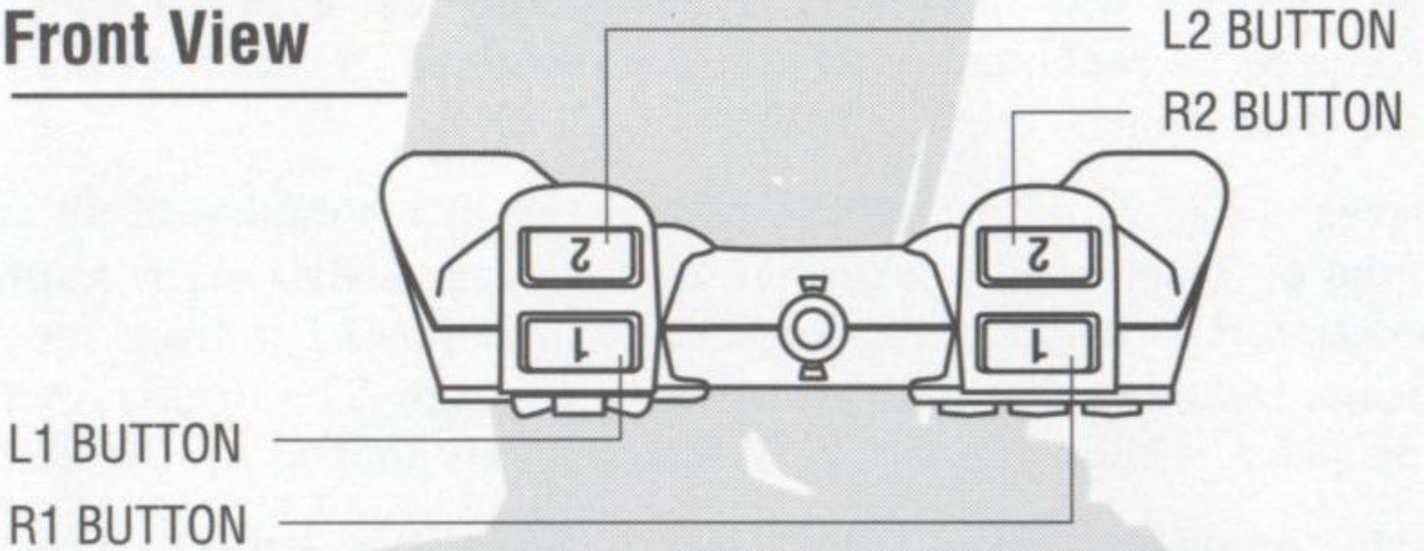
Front View



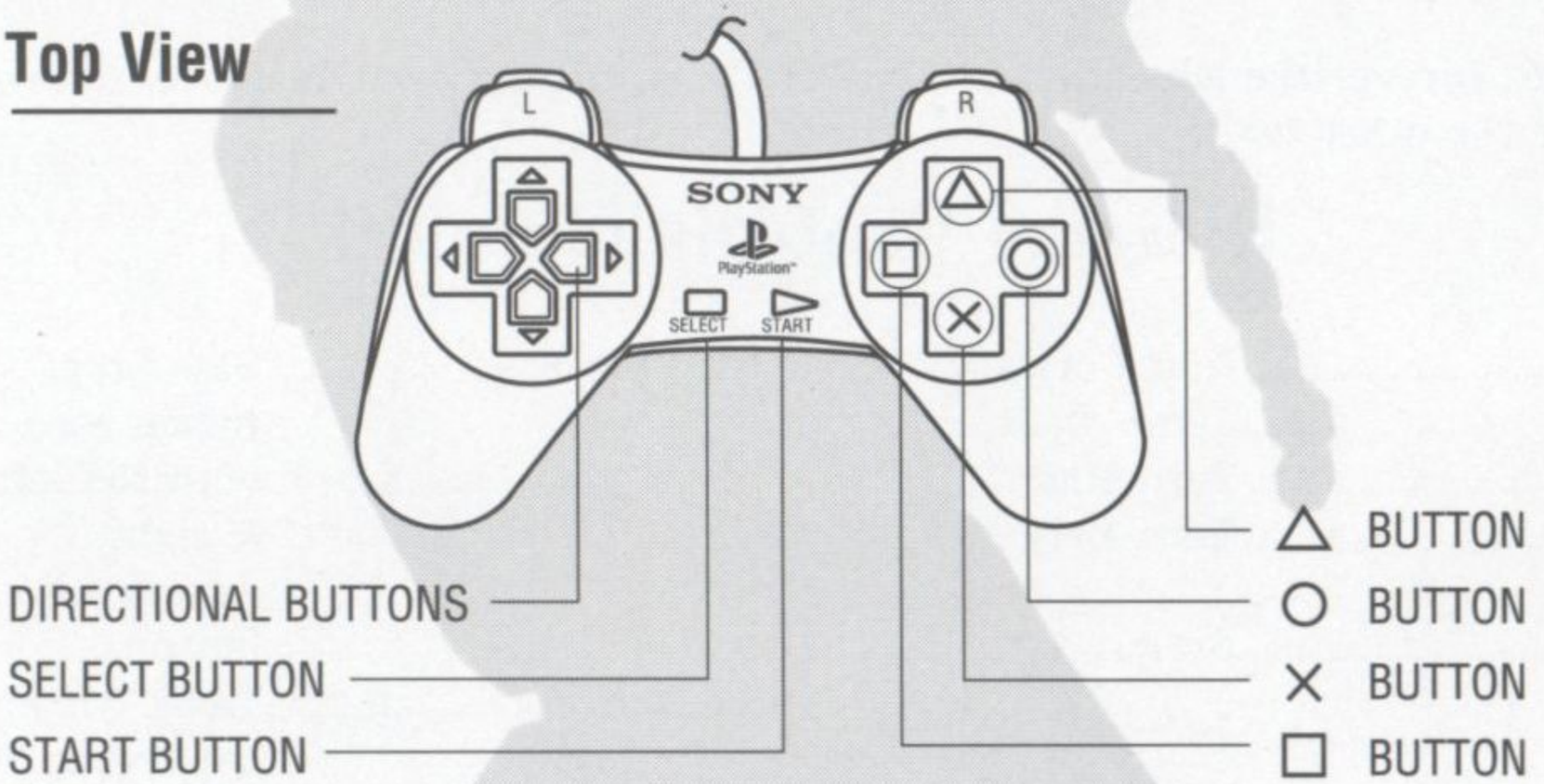
PlayStation Controls

Controller

Front View



Top View



Use Right and Left to scroll through the five pre-set control configurations, and press the ⊗ Button to select the one you want.

Introduction

Legend has it that when you drive the Dagger of Xian into your heart, you acquire the power of the dragon. Literally.

In Ancient China, the Emperor was the holder of this power and with his army alongside him, he was a force to be reckoned with. Thus empowered, he staked claim to the vast lands that are now China.

His final battle however ended in defeat. While people fell into submission all around him, the warrior monks of Tibet would not relent and courageously fought against his evil. Knowing the power of the dagger, they succeeded in removing it from the Dragon Emperor's heart, reducing him and his army to carnage. The dagger was returned to its resting place within The Great Wall and safely locked up for all time...

Now three parties hold the dagger close to their heart, and all for entirely different reasons.

Lara Croft, forever the adventurer, is one of these. During her adventure, she will encounter the other two...

In-Game Controls (default)

Up.....Run Forward
Down.....Jump Back
Right.....Turn Right
Left.....Turn Left

⊗ ..... Action

□ ..... Jump

△ ..... Draw/holster weapon

○ ..... Roll

R1 Button..... Walk (when used with the up & down directional buttons)

R2 Button..... Side Step (when used with the left & right directional buttons)

L1 Button..... Look (when used with the directional buttons)

L2 Button.....Get/Throw Flare

START Button.....Pause / Unpause

SELECT Button.....Displays Menu Rings

Menu Ring Controls

Use the Up and Down directional buttons along with the Left and Right directional buttons to maneuver and the ⊗ Button to select throughout all menus. The START or the ⊗ Button also quits the cinematic scenes.

The Left and Right directional buttons to toggle through individual category options.

Use the △ Button within the Menu screens to quit back to the previous screens.

Starting the Game

It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.

Following a short introductory cinematic sequence you will be presented with the:

Passport - Main Game Options

The passport allows you to start a new game, load a previously saved game or quit.

Press the ⊗ Button and the passport will flip open.

Pressing Left and Right flips you through the pages of the passport.

The first page allows you to choose and load a previously saved game.

The middle pages will start a new game.

The last page of the passport quits the game (In-game option only).

Snapshot - Lara's home

Choose the snapshot to access the interactive training level. Lara will explain how the game controls work.

To exit press the SELECT Button and use the exit option within the passport.

Sunglasses - Screen Adjust

The sunglasses allow you to re-center the game screen on your TV. Use the directional buttons and press the ⊗ Button to select.

Personal Stereo - sound effects and music

Press the ⊗ Button on the Personal Stereo, and you will be presented with two bars. The top bar sets the music volume, the lower bar sets the sound effects.

Press Up and Down to toggle between sound effects and music.

Press Left and Right to adjust the volume level.

Actions

RUNNING
Pressing Up moves Lara forward at a running pace
Pressing Down makes Lara jump back a short distance.
Pressing Left or Right turns Lara left or right.

WALKING
By pressing the Walk Button in conjunction with the direction buttons, Lara can carefully walk forwards or backwards.

When the Walk Button is held down, Lara will not fall off any edge - if you walk up to an edge, Lara will automatically stop.

SIDE STEP
Holding down the Side Step Button and then pressing Left or Right allows Lara to side step in that direction.

ROLL
Pressing the Roll Button will make Lara roll forward, and finish up facing the opposite direction. This also works when Lara is underwater.

JUMPING
Lara can jump in any direction, to evade her enemies. Press the Jump Button and Lara will jump straight up into the air.

If you press a Directional button immediately after pressing Jump, Lara will jump in that direction.

In addition, pressing Down or Roll straight after starting a forward jump makes Lara somersault in the air and land facing the opposite direction. This also works when jumping backwards by pressing Up or Roll immediately after takeoff.

Note: By jumping straight up while holding the ⊗ Button, Lara can "inch" her way forwards and grab those tricky ledges.

Swimming

UNDERWATER

If Lara finds a deep pool of water, she can jump in, and have a jolly good swim around. Lara can hold her breath for a short time. If she is still underwater after that she'll drown.

Pressing Up, Down, Left or Right makes Lara rotate in that direction.

Pressing the Jump Button makes Lara swim.

Lara can pull levers and pick up objects under water. Just position Lara as close as you can, and then press the ⊗ Button.

SWIMMING ON THE SURFACE

Left and Right will rotate her, and Up and Down make her swim in those directions. You can also use the side step actions to swim Left or Right when on the surface of the water.

Pressing Jump will make Lara dive under the surface again, while pressing the ⊗ Button when Lara is close to an edge will make her climb out.

WADING IN SHALLOW WATER

Lara won't swim in waist deep water; she wades instead. The controls are basically the same as when she is on dry land, except it is slower going and she can only jump straight up, not in a direction.

ATTACKING

Lara starts the game carrying two pistols and a shotgun. Later in the game she may find some extra weapons. Note that the pistols have unlimited ammunition, but the shotgun requires shells. Hopefully you'll find some.

SHOOTING

Press Draw and Lara will draw her guns. If she sees something she doesn't like the look of, she will point her guns at it. If there are multiple enemies, Lara will lock on to different targets, choosing the best one as she sees fit.

Pressing the ⊗ Button while Lara is aiming at something will assign that enemy as the current target. While the ⊗ Button is held, Lara will only fire at the current target, ignoring any other enemy in the vicinity. If Lara loses sight of the enemy, it will break her lock, but that enemy will still be assigned as the current target.

The camera will track the current target, so even if Lara loses sight of it, you can still see where it is.

To make Lara continue shooting the current target after she has lost her lock, simply point her in the right direction.

If you want to shoot a different enemy, simply let go of the ⊗ Button, and Lara will pick a new target.

While she has her guns out, Lara can no longer do anything that would involve the use of her hands. These actions are described below.

Other Actions

VAULTING

If Lara is faced with an obstacle that she can climb over, pressing Forward and the ⊗ Button will make her vault onto it.

CLIMBING

Some walls are climbable. If Lara comes across such a surface, pressing Forward and the ⊗ Button will make her jump up (if there is room) and catch handholds on the wall. She will only hang on while the ⊗ Button is held down. She can then be made to climb up, down, left and right by pressing the directional buttons. Pressing Jump will make Lara jump backwards away from the wall.

GRABBING HOLD

If Lara is near to a ledge while she is jumping, pressing and holding the ⊗ Button will allow her to grab the ledge in front of her and hang there. If a wall is climbable, Lara can catch onto it anywhere (not just ledges). Press Left or Right, and Lara will shimmy sideways.

Pressing Up will make Lara climb up to the level above. Let go of the ⊗ Button and Lara will drop.

PICKING OBJECTS UP

Lara can retrieve objects and store them in her inventory. Position Lara so that the object you want to retrieve is in front of her feet. Press the ⊗ Button and she will pick it up.

Often, enemies will drop objects when they are killed, so always check for goodies near their bodies before leaving the area.

USING SWITCHES

Position Lara so that the switch is in front of her. Press the ⊗ Button and she will use it.

USING PUZZLE ITEMS/KEYS

Position Lara so that the object receptor is in front of her. Press the ⊗ Button and the Inventory Ring will appear. Left and Right will allow you to select the object you want to try, and pressing the ⊗ Button again will use it.

USING FLARES

If Lara finds herself in the dark and has any flares in her inventory, she can get one out and light it by pressing the Flare Button. This will light up her surroundings for a short time. While she is carrying it she can still vault or climb. They even work underwater! If she wishes to discard the flare, it can be thrown a short distance by pressing the Flare Button again. She will also drop it automatically when it goes out or she draws her weapons.

PUSHING/PULLING OBJECTS

Lara can push certain blocks around and use them to climb up to greater heights. Stand in front of the block and hold down the ⊗ Button, and Lara will get into her ready stance.

Once she is ready, press Down to pull the block, or Up to push it, or if you decide you no longer wish to carry on with this task, simply release the ⊗ Button.

LOOKING AROUND

Pressing the Look Button will make the camera go directly behind Lara to access a 360° view. With the Look Button held down, the direction buttons allow Lara to look around her. Once you let go of the button, the view returns to normal. (TIP: if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing just the Look button on it's own will show you exactly what direction she is facing.)

USING VEHICLES

On certain levels, Lara may encounter vehicles which she can use during the level. To get on board, move up to the side of the vehicle and press the ⊗ Button. Once on, the Directional buttons control vehicle movement exactly as on foot, except a bit faster. The Walk Button makes the vehicle move more slowly (but it won't stop it going over edges, so be careful). Pressing the ⊗ Button will either make the vehicle travel much faster or fire the vehicle weapons if it has any. Note that when a vehicle is traveling faster because the ⊗ Button is being pressed, Lara will take damage if she crashes into anything. To get off the vehicle, press Jump and Left or Right to choose which side to get off.

SECRETS

On each level there are three secret items to find: the Stone Dragon, Jade Dragon and the Gold Dragon. World-class "Tomb Raiders" will try and find all three.

In-Game Menu Rings

While in-game, pressing SELECT will display the Menu Rings.

Press Left and Right to rotate the menu ring.
Press the ⊗ Button to use the selected item.
Press Up or Down to swap between Inventory, Items and Options rings (see Menu Ring for details of the options available).

Press the △ Button to deselect an item, and press SELECT again to exit the Menu Rings.

Inventory Ring

STOPWATCH

Select the Stopwatch to display the time you have spent playing the current level, plus other useful statistics.

WEAPONS

The pistols are, by default, selected and ready to use. If you wish to use another weapon (the shotgun, or one that you have found) simply select it and press the ⊗ Button. You can also see how much ammo is available to you here.

SMALL MEDI PACK
Using a small medi pack (when collected) will restore 1/2 of Lara's health.

LARGE MEDI PACK
Using a large medi pack (when collected) will fully restore Lara's health.

Options Ring

PASSPORT
The options available to you are: Load Game, Save Game or Exit to Title Screen.

SUNGLASSES AND PERSONAL STEREO
For usage descriptions of these options refer to Starting The Game section as they do exactly the same as described there.

Save Game

Make sure there are enough free blocks on your Memory card before commencing play.

PLEASE NOTE THAT IF YOU DO NOT HAVE A MEMORY CARD YOU WILL BE UNABLE TO SAVE YOUR GAME.

To save the game at any point, bring up the Passport Screen and select Save Game. In addition, at the end of each level you will be prompted as to whether you wish to save your game at that time.

If you choose to do so, then your current mid-level save game will be overwritten. All successfully completed levels will be saved and available for replay from the load screen.

Your full game configuration will be saved within the Save Game.

WARNING! DO NOT REMOVE A MEMORY CARD WHILE THE GAME IS SAVING OR LOADING, AS THE GAME MAY NOT SAVE/LOAD CORRECTLY AS A RESULT.

Quitting The Game

While playing the game, you can return to the Title Screen by pressing the START Button (to pause the game) then by pressing the SELECT Button and following the on-screen prompts.

You can also quit the game by holding down the SELECT Button and then holding down the START Button for two seconds.

Load Game

To load a previously saved game, proceed to the Menu Ring, select the Passport, and choose and select the game you wish to load. A more detailed description of the Passport is given in the Starting The Game - Passport.

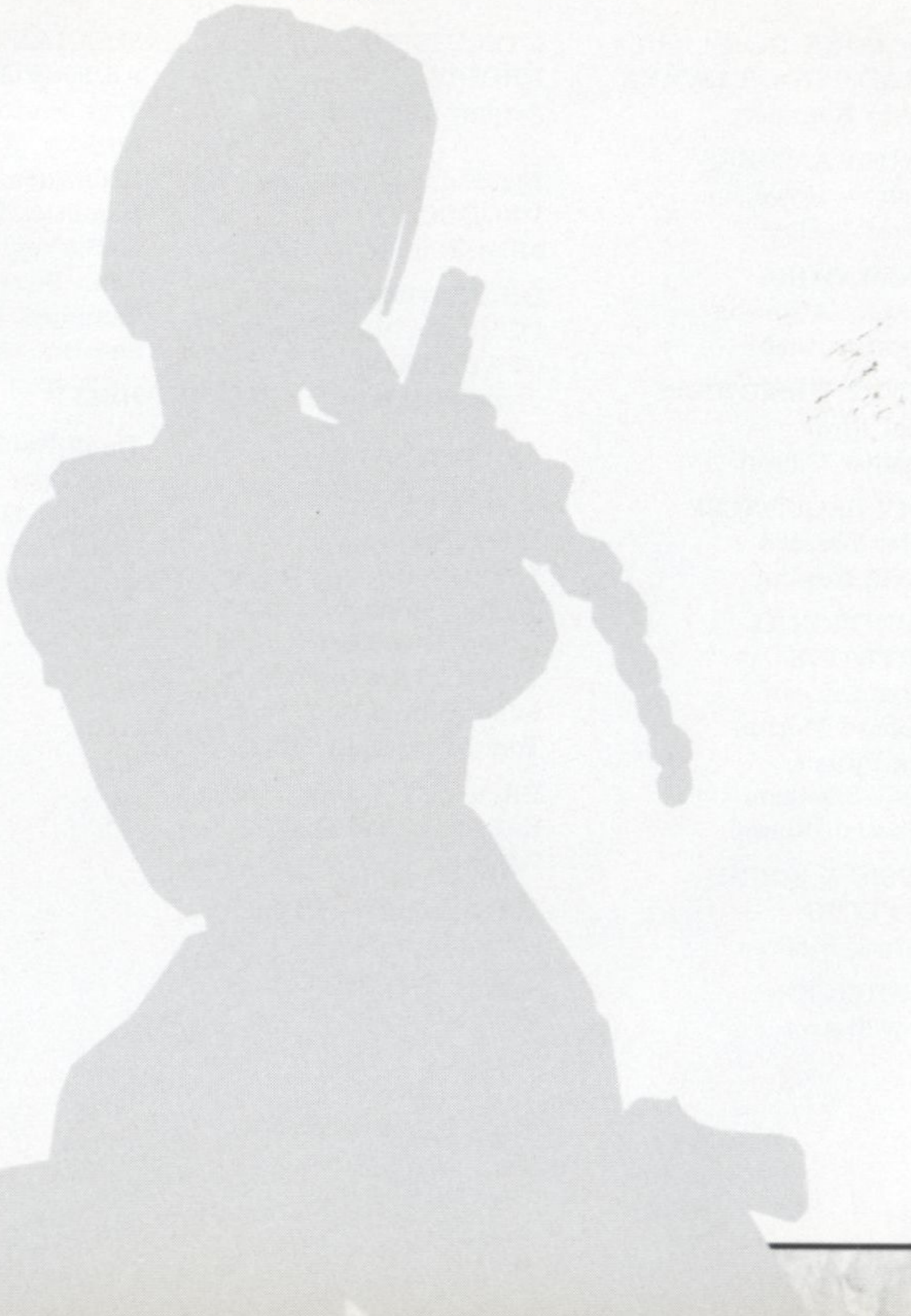
Statistics Screen

At the end of each level you are presented with a Statistics screen, where you will be able to judge just how well you have performed.

At the successful completion of each level, your health will be restored to 100%.

If you die in-game, you will be presented with the Passport Screen. Here you will be given the opportunity to Load a previously saved game, Restart the level or exit to the Title (Screen).

Notes



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HFCIT!

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